<u>Why</u>

<u>- Did I develop O Boy?</u>
<u>   Because I was sick and tired of using script editor</u>
<u>   to query objects.</u>

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<u>   and also ...</u>

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<u>   Because when I thought about developing a Hack for MacHack</u>
<u>   nothing 'cool' was coming to mind - so I decided to do</u>
<u>   something I needed instead.   Boring - I know, but hopefully</u>
<u>   fellow MacHackers will take it back to work with them</u>
<u>   after the contest and really really really use it.</u>

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<u>- Did I use the Game Boy human interface?</u>
<u>   Because it had the simple interface elements I needed to</u>
<u>   navigate the AEOM hierarchy.   It also has the feel of a</u>
<u>   Star Trek tri-corder.   Did you ever see how they just</u>
<u>   whip out that little thing and in a nanosecond they know</u>
<u>   everything - that is the spirit of O Boy.</u>

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<u>- Does the 'B' key get you to about O Boy dialog?</u>
<u>   Because I couldn't think of any function for that key.</u>
<u>   If you have any ideas ...let me know.</u>